

DATA STRUCTURE FOR A DIGITAL MEDIA NETWORK

ABSTRACT OF THE INVENTION

A data structure for a multi-zone peer-to-peer entertainment and communications network. The network serially distributes data that is being streamed from multiple entertainment media sources simultaneously to multiple independent receivers and/or transceivers. The receivers and transceivers may be located in different zones. The zones may be different rooms of a building or house. Each data packet to each node is structured according to the data structure of the present invention. So, each packet includes a preamble that provides a precisely timed synchronization symbol. The preamble synchronizes the remote nodes to a hub and synchronizes each remote node's internal processes. A control bus status bit follows the preamble and indicates hub control bus status. Each packet includes a hub control field and a control data field carry control information. Audio data fields included in each packet carry audio data for an intercom channel and one or more stereo audio channels.